

# Eastereggs from the Feywild

How Cuckoo sabotages the Easter Bunny



By CHRISTOPH PEITZINGER





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Christoph Pfitzinger

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# CONTENTS

CH. 1: INTRO .....	1	CH. 3: DER KUCKUCK.....	5
CH. 2: THE EASTER BUNNY.....	2	The Cuckoo as Antagonist . . . . .	6
Random Tables . . . . .	3	Cuckoo Eggs . . . . .	7
		Closing Remarks.....	8



# CHAPTER 1: INTRO

**A**T EASTER IT IS CUSTOMARY to hunt for Easter eggs and enjoy the little gifts. View this document as my Easter egg for you, hidden in the depth between other publications on the Internet.

But don't worry. The hunt is worth it and I wish you pleasant reading, fun cooking up ideas and finally playing with this content.

The following pages are meant as source of inspiration for you on how to treat your player characters to some gifts at Easter. It may inspire you to create and run a little adventure for the Easter holidays.

I provided a monster stat block for the Easter bunny for you to use in your adventure. It is designed to make it really hard to catch him. That means it needs brains, good planning and a lot of patience to catch the Easter bunny.

The Easter bunny hides a lot of eggs to make people happy. I provided two tables that help you with the creation of individual Easter eggs for your players.

## FUN FACT

The Cuckoo is a brood parasite who secretly lays his own eggs into other birds nests and kicks out the eggs which are already there.

The cuckoo from the feywild preferrably does that with the Easter bunny's eggs.

Who knows if some adventurers set out to hunt the Easter bunny to obtain an endless supply of hard boiled eggs and sweets. Or do these eggs even hold a bigger mystery? How does the cuckoo play into this? Let's find out.

But be aware: Not every shiny golden egg is what it seems...





## CHAPTER 2: THE EASTER BUNNY

**T**HE EASTER BUNNY IS A VISTOR FROM the Feywild who is always hard at work. Each year he visits our world to bring some joy to the people of the realms. During the remainder of the year he is busy preparing various eggs for them.

But not every egg is just a hard boiled chicken's egg or one made of chocolate. Oh no. The Easter bunny is able to create special eggs through his fey magic which hold many surprises.

So it happend that every year adventurers set out to hunt for the Easter bunny and catch him. But that isn't as easy as you might think. He is shy and prefers to show himself only to children. Rumor has it, that it might be possible to bait him with caramelized carrots.

Despite the fear of being hunted, he comes back every Year. People say he is too nosy to stay away. His good heart, his wish to help others and to see their joy when they found some beautiful eggs, is stronger than his fear.

But the Easter bunny isn't fancied by everyone. Not all inhabitants of the Feywild like his popularity. A cuckoo from the Feywild is eternally jealous of the Easter bunny, because everyone loves the Easter bunny but they chase away the cuckoo. So he always places some cuckoo's eggs in the nests of the Easter bunny that turn out as a nasty surpise for some of the giftees among the people of the realms. The cuckoo is clever and hopes that some of the victims seek revenge against the Easter bunny. So he targets adventurers with his mean pranks, as they are capable enough to find and destroy the Easter bunny.

But the cuckoo is not as clever as he might think. It turns out, that is far harder to get rid of the Easter bunny for good. In case he gets killed, his body turns into fairy dust which returns to the Feywild. There he rests for a while within a special egg until he regains his old form.

The cuckoo has tried again and again to find the nest of the Easter bunny, but without any success so far. Little does he know, the Easter bunny is actually under the protection of an Archfey, which also gave him his powers.

But maybe the oh-so-clever cuckoo will get the idea one day to tell a group of adventurers about it and show them one of the secret Fey-crossings. Should he get that idea, one can only hope for the adventurers that he also figured out, that they would provoke the wrath of an Archfey. But would he really tell them?

### EASTER BUNNY

*tiny Fey, lawful good*

**Armor Class** 15

**Hit Points** 45 (18d4)

**Speed** 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	10 (+0)	10 (+0)	16 (+3)	8 (-1)

**Skills** Acrobatics +7, Perception +5, Stealth +7

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive Perception 18

**Languages** -

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The Easter bunny's spellcasting ability is Wisdom (spell save DC 14, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *misty step*

3/day: *fog cloud*

1/day: *Invisibility*

**Legendary Resistance (2/day).** If the Easter bunny fails a saving throw, it can choose to succeed instead.

#### ACTIONS

**Multiattack.** The Easter bunny makes two melee attacks.

**Kick.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

*Hit:* 7 (1d4 + 5) bludgeoning damage.

#### LEGENDARY ACTIONS

The Easter bunny can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Easter bunny regains spent legendary actions at the start of its turn.

**Misty Step.** The Easter bunny can use Misty Step at will.

**Fog Cloud.** The Easter bunny casts fog cloud.

**Easter Eggs.** The Easter bunny can drop 1d4 Easter eggs from the following tables.



## RANDOM TABLES

For your Easter adventure you find two tables here. Roll on the *Appearance of the Easter Eggs* table with 3d6, or choose color, decoration and place of discovery yourself.

After that, roll 1d100 on the table *Content of the Easter Eggs* to select the surprise for your player characters.

### APPEARANCE OF THE EASTER EGGS

d6	Color	Decoration	Place of Discovery
1	Red	<i>Rays of sunshine</i> made from bee's wax which was applied with a toothpick to the egg shell as lines	Draped in a small, shallow wicker basket, laced with straw and decorated with some reed flowers.
2	Yellow	<i>Mosaic</i> made from bees wax, small triangles are arranged into different patterns with a quill.	The eggs can be seen through the tall grass that is swaying in the wind.
3	White	<i>Leaves</i> , painted onto the egg shell with different brushes.	The colorful eggs stick out beneath a blooming shrub of forsythia.
4	Green	<i>Animals</i> , painted in different colors and impressive poses.	Partially wrapped in linen, the eggs lay between squills that have spread on a meadow.
5	Orange	<i>Symbols</i> , like flames, old runes or insignia that are engraved with a delicate scratch technique into the egg shell.	Some eggs are draped carefully in a small, well protected pit beneath the root of a beech.
6	Purple	<i>Blossoms</i> of typical early flowers are printed onto the egg shell and imbued with some glitter effect.	The eggs are in a small wicker basket full of straw, which is held by a small Easter bunny made of cloth. It looks like he is bearing a heavy load.





Because the cuckoo couldn't tamper his jealousy, he mixed his *nasty surprises* between the Easter eggs. The magic of the cuckoo's eggs doesn't always have an immediate and visible effect, but the adventurers will figure that out soon enough.

- Some eggs only have a limited storage life of 15 days. This applies to the values from 01-74 of

the table.

- The effects of the eggs can be determined with the spell *Identify*. The eggs from 97-00 are special. For those, the DM decides how much the player characters find out.
- Peeling the eggs reduced the storage life to 3 days. All eggs with damaging or negative effects will trigger immediately.

## CONTENT OF THE EASTER EGGS

d100	Egg-Type	Effect
01-40	Chocolate Egg	Delicious chocolate creations in dark and whole milk.
41-45	Bunny Egg	Eating the hard boiled egg causes feet including footwear and equipment worn there to transform into bunny legs. For 10 minutes your speed is increased by 5ft.
46-50	Cure Egg	Eating the hard boiled egg recovers 1d4 HP.
51-55	Empowerment Egg	After eating the egg, whenever you make a skill check within the next minute, you may roll 1d4 and add the result to the result.
56-60	HP Egg	You get 1d4 temporary HP for the next hour.
61-65	Vial of Easter Water	The content of the vial cures diseases.
66-68	Rotten egg	The person who enjoys this pure cacao egg, starts to feel ill and starts vomiting for 10 minutes.
69-71	Egg of Flying	After eating this hard boiled egg, you gain the benefits of the spell <i>Fly</i> (PHB, p. 243) for 1 minute.
72-74	Egg of Shrinking	The egg is filled with nougat. The egg has the effect of a <i>Potion of Diminution</i> (DMG, S. 187).
75-77	Egg of Coins	There are 10 + 1d10 gold pieces inside the egg.
78-80	Gem Egg	There is a gem with a value of 20 + 1d20 GP inside the egg.
81-83	Golden Egg	This egg is made from pure gold and has a value of 100 GP.
84-86	Fake Egg	The egg is a tiny Mimic who bites the next person. If you invest some time, it can be tamed with a successful Charisma check against DC 14.
87-88	Sending Egg	By breaking the egg in half, you get a pair of <i>sending stones</i> (DMG, p. 199) with 3 charges per long rest.
89-90	Egg of Thought	After eating this marzipan egg, you can use the effect of the spell <i>Detect Thoughts</i> (PHB, p. 231) DC 14 for 10 minutes.
91-92	Egg of Disguise	Upon opening, the egg emits a spray of color. The pattern of the Easter egg is painted onto the face of the creature opening it. The pattern can't be removed for 1d4 day. If the egg is opened with a spell (like Mage Hand), the caster of the spell is hit by the effect.
93-94	Poisonous Egg	Peeling the egg triggers the spell <i>Poison Spray</i> (PHB, p. 266) at 5th level (2d12) DC 14 aimed at the creature opening the egg.
95-96	Sneeze-Egg	Peeling the egg fills the air within 30ft with fine dust that irritates the mucous membranes. Creatures within range must succeed on a DC 14 Constitution saving throw or suffer a sneezing fit that incapacitates them for 10 minutes.
97	Egg of the Bargain	After finding the Easter nest, a small devil hatches from the egg and starts to utter horrible screams as he sees the player characters. He is the child of a powerful devil and his screams can be heard within 300ft. As luck has it, his parent soon appears and is willing to bargain with the player characters.
98	Dust-Egg	After opening the egg, fine grained sand starts to trickle out of and fills the air. A huge sand eruption then covers an area with 120ft diameter in centered on the egg. The glittering sand stays in the air. If you catch the small air elemental (MM, p. 123) that hides within the dust, it will trade them 5d4 Eggs of Coin for his freedom. The elemental doesn't fight the players. They have 3 tries (Dexterity check DC 16) to catch it, before it vanishes and the dust settles.
99	Egg of Cultures	The egg shell resembles a hat. Using it as such, the wearer can cast <i>Disguise Self</i> (PHB, p. 233) at will. But be careful, the egg shell is very fragile.
00	Gluttenous Egg	Once opened, loud stomach growling can be heard from the egg. Feed this odd Gluttenous Egg with gold coins and after 1d10 GP it will happily produce an Easter egg from this table (up to 2d6). But beware. If you overfeed the Gluttenous Egg (the next coin after all eggs are awarded), it spits 1d12 casts of the spell <i>Acid Splash</i> (PHB, p. 211) at level 1 into the area around it. After that, it falls into a deep sleep until next Easter.



# CHAPTER 3: DER KUCKUCK

**T**HE CUCKOO IS AN ENVIOUS fellow from the Feywild, who shamelessly lays his eggs in the nests of others. His offspring let the unsuspecting fairies and other creatures feed them until they are fully grown.

One cuckoo was particularly lucky. He grew up in a fairy grove hidden deep in the feywild. He was delighted, as the magical environment strengthened his natural skills. But the archfey, who ruled the grove, was not fooled and saw through his ruse. She tolerated the cuckoo in her grove, but made a joke of raising him. She always preferred another fosterling, a small, cute and kind rabbit. He was the complete opposite of the cuckoo: selfless, friendly and self-sacrificing.

The cuckoo always tried to win her favor, wanted to become her favorite, but the Easter Bunny always remained her favorite offspring.

Over time, the cuckoo's envy developed into resentment and finally into a great loathing for the Easter Bunny. He was obsessed with him.

So he sabotaged the Easter Bunny for many decades until he finally found out that the Easter Bunny had a special nest in the grove. The nest which was the source of his life. But before the cuckoo reached the nest, the Archfey banished him from the grove and cast a powerful spell on him, causing him to forget the grove's location. As punishment for his impetuous deeds, she left him the painful memories of the Easter Bunny.

As a result, the cuckoo finally left the Feywild and made it his mission to destroy the Easter Bunny. Because the Archfey did not know that the cuckoo had already revealed the secret of the Easter Bunny's nest, he retained those memories.

## CUCKOO

*small fey, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 76 (17d6 + 17)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	12 (+1)	14 (+2)	18 (+4)

**Skills** Acrobatics +7, Deception +7, Perception +5

**Condition Immunities** Charmed

**Senses** Passive Perception 15

**Languages** Common, Cuckoo, Elvish, Sylvan

**Challenge** 6 (2,300 XP)

**Master of the Forest.** The cuckoo controls all the cuckoos in his territory (75 acres) with his calls. With a bonus action, he can command a swarm of cuckoos (Use **Swarm of Ravens**, MM, p. 339).

**Legendary Resistance (2/Day).** If the cuckoo fails a saving throw, he can choose to succeed instead.

**Keen Sight.** The cuckoo has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The cuckoo makes two melee attacks: one with his beak and one with his talons.

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Talons.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

**Innate Spellcasting.** The cuckoo's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The cuckoo can innately cast the following spells, requiring no material components:

At will: *Vicious Mockery*, *Detect Magic*

2/day each: *Dissonant Whispers*, *Heroism*, *Charm Person*, *Invisibility*, *Shatter*

### BONUS ACTIONS

**Change Shape.** The cuckoo magically polymorphs into a tiny, small, or medium creature. His Statistics, other than its size, are the same in each form. He reverts to his true form if he reaches 0 HP, dies, or uses a bonus action to end the transformation.

### LEGENDARY ACTIONS

The cuckoo can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary Actions are regained at the start of each turn.

**Move.** The vampire moves up to its speed.

**Vicious Mockery.** The cuckoo uses *Vicious Mockery*.

**Cuckoos's Egg (Costs 3 Actions, 3/Day).** The cuckoo lay's a magical egg (p. 7), that is indistinguishable from the eggs of the Easter Bunny



## THE CUCKOO AS ANTAGONIST

The cuckoo will try to recruit adventurers for missions to catch the Easter Bunny or even send them to the Feywild to find his nest. The cuckoo's influence has grown greatly, so he has many thieving magpies on his side, who have amassed a considerable fortune for him. He also steals the magic eggs from the Easter Bunny's nests and replaces them with his *cuckoo eggs*.

**Goal.** Catch the Easter Bunny, force him to reveal the location of the grove so he can destroy it.

**Appearance.** To adventurers, the cuckoo introduces himself as a **Gauch Owlson** and usually presents himself as an owl-like medium-sized humanoid very similar to an Owlin (see Strixhaven: A Curriculum of Chaos). He wears dark red finer robes with golden decorations on them to match his brown and white plumage. His wings look very groomed and graceful. He hides his true form to avoid attracting attention.

**Characteristics.** The cuckoo is very talkative and expresses himself well with many words that have little content. His speech is very nuanced and subtle. However, he also has some quirks in conversations:

- Fluffs up when he feels he is not being taken seriously
- Flaps his wings when he is pleased
- Rapidly clacks his beak when he is enraged

**The Archfey's Spell.** The archfey cast a powerful modified form of the spell *Alter Memory* (PHB, p. 261) permanently on the cuckoo. For this spell, the archfairy drew a lot of magical power from her grove. The spell can only be dispelled with the spell *Wish* (PHB, p. 288) or when the Archfey's hit points drop to 0.

**Tactics.** The cuckoo is not interested in fighting. It uses a lot of cunning and deception to pursue its goal. The cuckoo will act as follows:

- The cuckoo chooses his adventurers carefully and watches them for a while in advance to be able to make personalized offers for a task.
- The cuckoo will always be near the characters as a tiny songbird, watching what they do. To do this, he uses his shape-shifting ability.
- Should he be busy or should the group split up, he will use his cuckoos to scout and communicate with them in cuckoo.
- In conversations the cuckoo cleverly uses his charisma.
- In combat, the cuckoo will try to make himself invisible and take flight.
- If it has to fight, he will prefer to cast the spells *Dissonant Whispers*, *Vicious Mockery* or *Shatter* from the air.

## CUCKOO'S TASKS

Use the following table as suggestions for an adventure. Determine the level of difficulty yourself. Roll a six-sided die or decide for yourself.

### CUCKOO'S TASKS

d6	Task
1	Gauch Owlson has advertised a special hare hunt in an adventurers guild. He is looking for a party to catch a very special hare from the Feywild for him.
2	In a tavern, the well-known amateur bard, Gauch Owlson, asks the good people to look for the Easter Bunny for him again just before Easter. As always, he recounts from his childhood that he was once given a golden egg by him and so Owlson's luck took its course. He would like to thank the Easter Bunny.
3	Gauch Owlson pretends to be a widowed heir and art lover who pays a reward of 3 gold pieces for each egg from the Easter Bunny. For each special egg, he pays double the price.
4	Wealthy historian Gauch Owlson has learned that an evil version of the Easter Bunny has been created by a curse, which hides cursed eggs that are dangerous to the population. Since the curse is difficult to detect, he asks the adventurers to capture the Easter Bunny and bring it to him so he can investigate whether it is the real Easter Bunny or its evil twin. Of course, he will immediately release the real Easter Bunny.
5	Gauch Owlson has lived for years as a wealthy retired aristocrat who has always been denied the happiness of children. After the death of his wife, he had two orphanages built to take good care of the children. He pays a handsome reward to those who can convince the Easter Bunny to reveal himself to the children in order to bring them joy. The cuckoo takes advantage of children because they are more likely to see the Easter Bunny than adults.
6	Gauch Owlson poses as an ambitious monster protector and is known for his aggressive approach to preserving monster populations. Many prey on the Easter Bunny. From the simple farmer hoping for a golden egg to the monster hunter looking for another trophy in his collection. Gauch tasks the characters with finding the Easter Bunny and protecting him from hunters. The cuckoo will watch the characters and wait for them to find the Easter bunny.



## CUCKOO'S REWARDS

Use this section for groups of different levels to offer them rewards. The table is designed for four characters of each level.

However, the cuckoo is tricky. Most of the coins are fake gold that turns into iron after a few days. The items are also fakes that lose their effect after a week and become worthless.

### GAME MASTER TIPS

The cuckoo chooses his henchmen carefully and will try to make them irresistible offers. Since he has been able to steal quite a bit of gold and magical items over the years, he will be quite generous. At least with his fakes.

Pay attention to which items are interesting for the players and offer appropriate items for a task.

## CUCKOO'S REWARDS

Level	DC	Reward
3-4	medium	200 gp + 1 common item
	hard	300 gp + 1 uncommon item
	lethal	400 gp + 1 uncommon item
5-6	medium	300 gp + 1 uncommon item
	hard	400 gp + 1 uncommon item
	lethal	500 gp + 1 rare item
7-8	medium	400 gp + 1 rare item
	hard	500 gp + 1 rare item
	lethal	600 gp + 1 very rare item
9-10	medium	500 gp + 1 rare item
	hard	600 gp + 1 very rare item
	lethal	700 gp + 1 very rare item

## CUCKOO EGGS

Use these eggs as an additional way to corrupt the Easter Bunny's nests or mislead the cuckoo's enemies.

## CONTENT OF THE CUCKOO EGGS

d20	Egg-Type	Effect
1-3	Stone Egg	After peeling, the egg looks like a normal boiled egg. If you bite into it, it turns to stone and hits you in the face, dealing 1d4 bludgeoning damage.
4	False Bunny	If you eat the praline egg, you receives a penalty to all Charisma checks for 1d4 hours.
5	Pain Egg	When eaten, the sugared egg deals 1d4 necrotic damage and the target can no longer benefit from healing effects for one minute.
6	Weakening Egg	Upon consumption, 1d4 is subtracted from all skill checks for 1 minute.
7	Life Stealing Egg	You lose 1d4 of your maximum hit points for 1 hour.
8	Disguise Egg	After eating the egg, a minty taste spreads in the mouth and you are transformed by the spell <i>Disguise Self</i> (PHB, p. 233) for 10 minutes into a horrible looking person that everyone tries to avoid.
9	Mock Egg	After eating the caramel egg, you begin to hear voices mocking you for one minute, dealing 1d4 psychic damage.
10	Earache Egg	If you peel this boiled egg, it bursts open and creates a loud bang that can still be heard 100 ft. away. Any creature within 5 ft. of the egg takes 1d4 thunder damage.
11	Glowing Egg	If you peel the boiled egg, it reveals pure iron that suddenly becomes extremely hot, dealing 1d4 fire damage.
12	Cheat Egg	Inside the egg is a fake gem (Can be recognized by a Jeweler or similar, DC 15) that resembles a real one worth 15 + 1d20 gold coins. If you are caught selling it, you will be mistaken for members of a criminal organization.
13	Curse egg	After eating the honey-tasting ice cream, the target is cursed for 10 minutes. Use one of the effects of the spell <i>Curse</i> (PHB, p. 218).
14	Cuckoo's Egg	If you peel the shiny golden egg, a large swarm of magical bunnies burst out, flying like daggers at the target, biting it and dealing 6d4 piercing damage. After that, the bunnies dissipate.
15	Chicken Egg	Anyone who eats this still warm boiled egg gains disadvantage on all Strength checks for 10 minutes.
16	Silly Egg	Eating this caramelized marzipan egg causes the creature's intelligence to drop to a value of 4 for one hour. It also forgets how to speak and understand language.
17	Fright Egg	Anyone who eats this fruity egg made of jelly will see a zombie version of the Easter Bunny approaching. It makes it appear that this Easter Bunny wants to kill the dining creature. The creature is terrified for 10 minutes and runs as fast as it can in an unspecified direction, stopping only when the effect is over. It uses the sprint action to do this.
18	Berserk Egg	Anyone who eats this sugar egg goes into a <i>combat frenzy</i> for 1 minute. The creature gains advantage on checks and saving throws with Strength, plus advantage on melee attacks with a weapons and resistance to slashing, piercing, and bludgeoning damage. However, the creature attacks an ally with any weapon in reach.
19	Mud Egg	Anyone who bites into this mud-tasting egg is affected by the spell <i>Slow</i> (PHB., p. 277) for 10 minutes.
20	Mad Egg	Anyone who eats this egg decorated with dark chocolate suffers the effect of the spell <i>Phantasmal Force</i> (DC 15, PHB, p. 264) for one minute.



## CLOSING REMARKS

Easter is a holiday where hunting eggs and the surprise about your find bring great joy. Use those tables for a one-shot, the start of a mini campaign or simply include them into your running sessions. I hope you and your players will have as much fun as me and my players had.

### DID YOU LIKE THE CONTENT?

If you have feedback or suggestions for the tables or the Easter bunny, feel free to reach out to me. It helps me adjust the stats and improve the balance. If you liked this document, please recommend it to your friends.

You can also help me out by rating this PDF at DM's Guild or leaving a review. I would really appreciate it.

### CREDITS

**Author.** Christoph Pfitzinger of Spielpaedagoge

**Pictures by.** Stock Art by Pixabay

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**Lector.** Klaus Stephan

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### SPIELPAEDAGOGGE

I am Christoph, a german Content Creator for Dungeon Masters and Tabletop Roleplaying Games on Instagram and as Podcast (DM Talk) on Spotify, Apple Podcasts and Youtube.

If you liked this, you will also like my DM tips, NPC-Backgrounds and adventure ideas.

(I also share information on more stories and premade NPCs there.)

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